

```

graph TD
    10[DETERMINE AN OUTCOME AMOUNT  
ASSOCIATED WITH A  
TOTAL NUMBER OF EVENTS] --> 12[BASED ON A PARAMETER ASSOCIATED  
WITH A PLAYER, ALLOCATE THE  
OUTCOME AMOUNT AMONG THE  
TOTAL NUMBER OF EVENTS]
  
```

FIG. 1

The diagram illustrates a system 200. At the top is a block labeled "EVENT RESULT SERVER 450". A solid line connects it to a block labeled "CONTROLLER 400" below it. The controller 400 is connected by solid lines to three "PLAYER DEVICE 300" blocks arranged horizontally at the bottom. An ellipsis (...) is placed between the middle and right player device blocks, indicating more than three devices. A dashed line connects the leftmost player device 300 back to the event result server 450. A curved arrow labeled "200" points to the entire system.

```

graph TD
    450[EVENT RESULT SERVER 450] --- 400[CONTROLLER 400]
    400 --- 300_1[PLAYER DEVICE 300]
    400 --- 300_2[PLAYER DEVICE 300]
    400 --- 300_3[PLAYER DEVICE 300]
    300_1 -.- 450
    subgraph 200
        450
        400
        300_1
        300_2
        300_3
    end

```

FIG. 2

FIG. 3

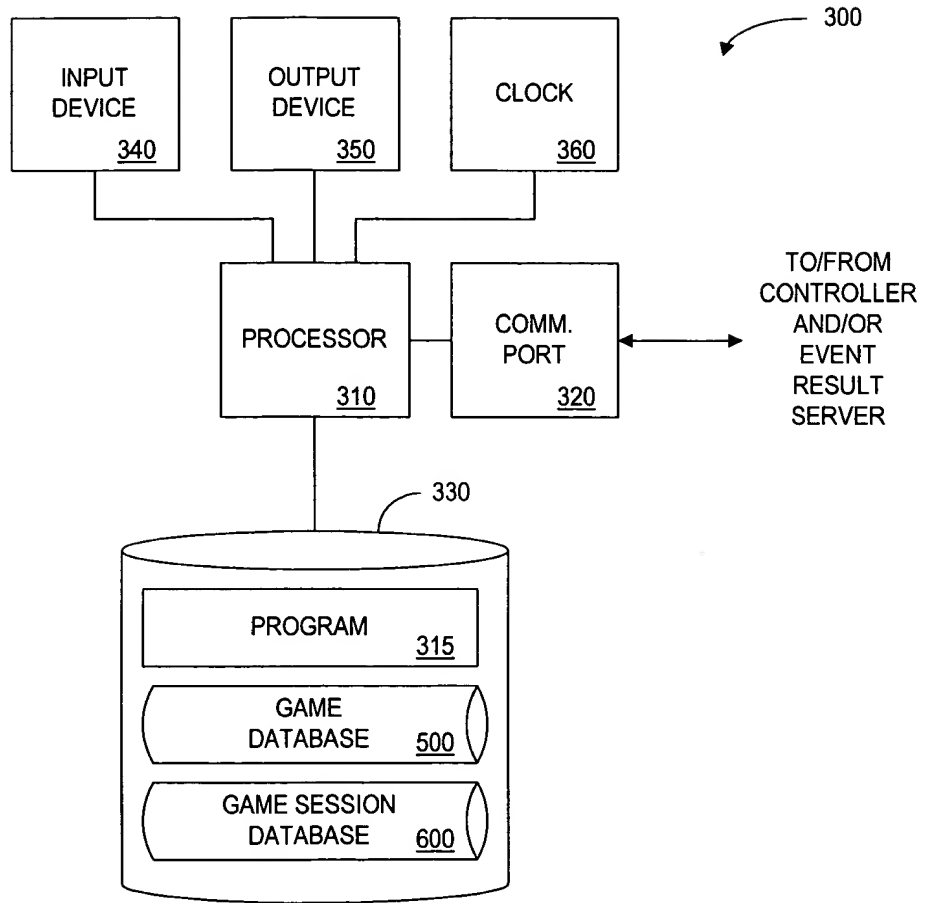


FIG. 3

606250-5743060

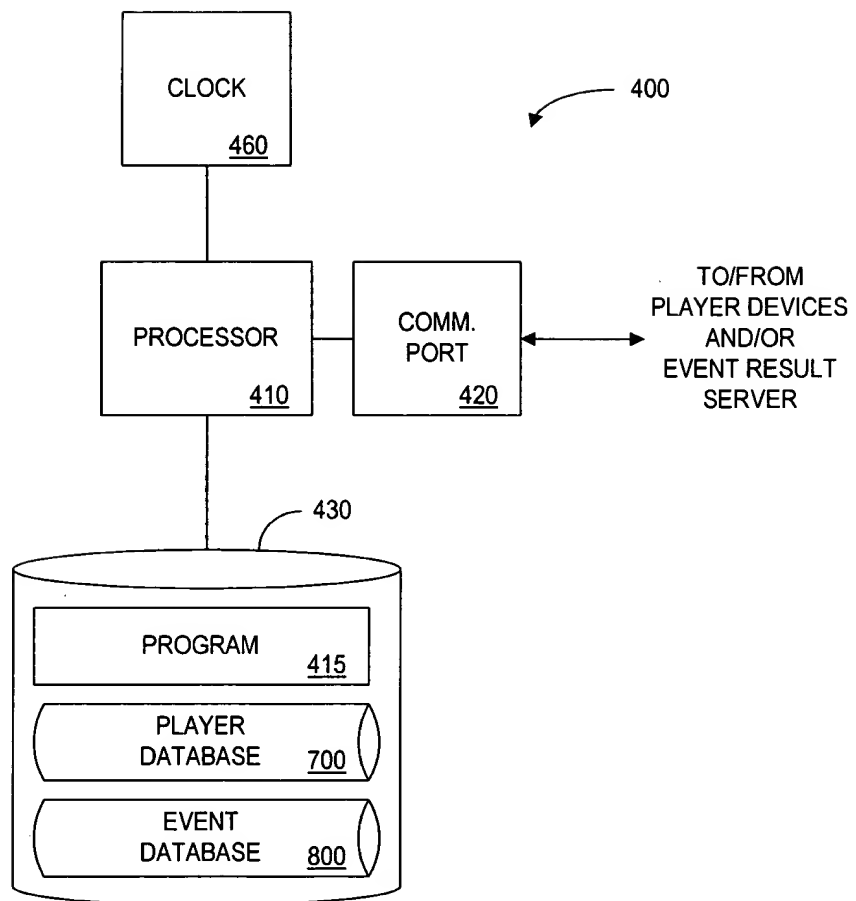


FIG. 4



800

GAME SESSION IDENTIFIER: GS 001		802
EVENT IDENTIFIER	EVENT RESULT	806
804		
E-0001	0	
E-0002	0	
E-0003	+5	
E-0004	0	
E-0005	+1	
E-0006	0	

FIG. 8A

006290" 51490960

810

GAME SESSION IDENTIFIER: GS 001	
802	
EVENT IDENTIFIER	EVENT RESULT
804	806
E-0001	0
E-0002	+1
E-0003	0
E-0004	+1
E-0005	+1
E-0006	0
E-0007	+2
E-0008	0
E-0009	+1

FIG. 8B

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FIG. 8C

SECRET

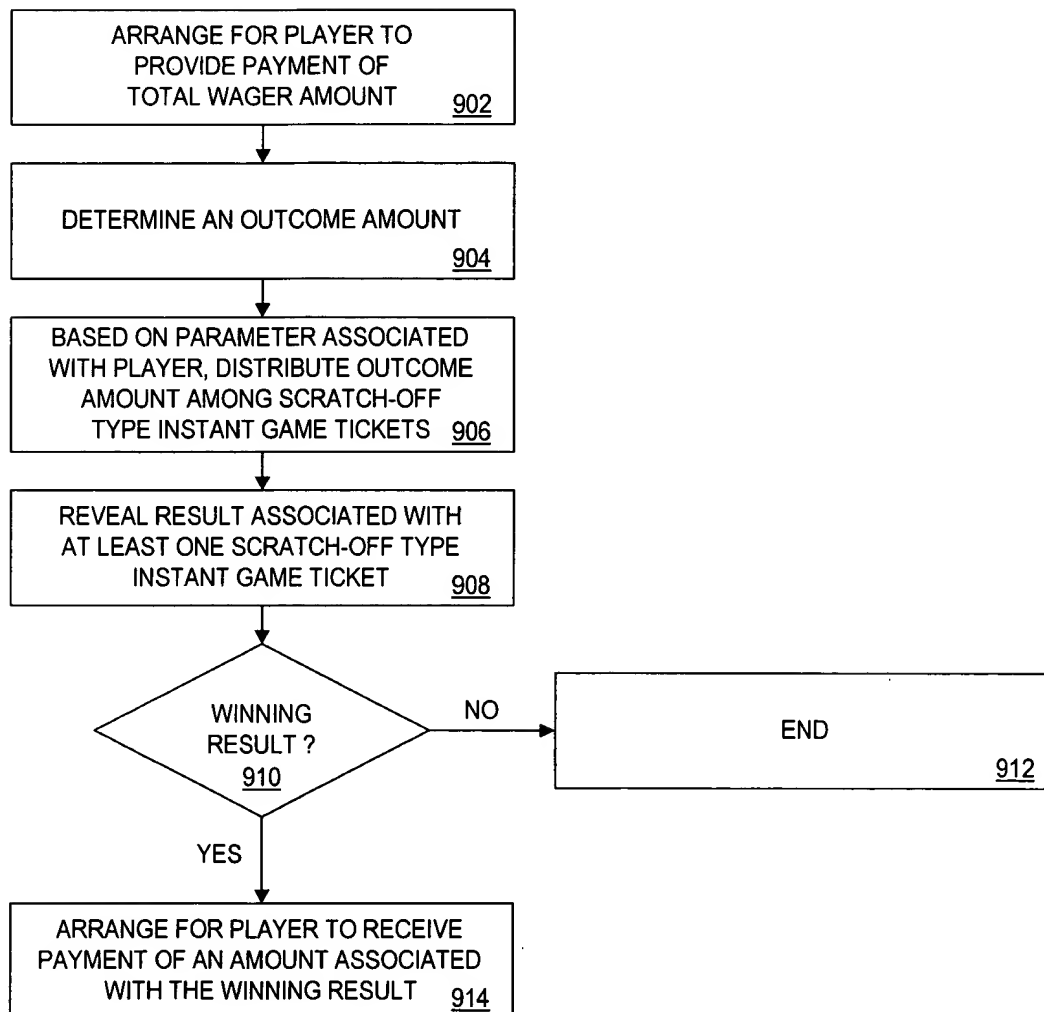


FIG. 9

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graph TD
    1002[ARRANGE FOR PLAYER TO PROVIDE PAYMENT OF TOTAL WAGER AMOUNT 1002] --> 1004[RECEIVE, VIA A COMMUNICATION NETWORK, AN OUTCOME AMOUNT ASSOCIATED WITH AN ORIGINAL NUMBER OF LOTTERY TICKETS 1004]
    1004 --> 1006[ALLOCATE OUTCOME AMOUNT AMONG ORIGINAL NUMBER OF LOTTERY TICKETS 1006]
    1006 --> 1008[DETERMINE A MODIFIED NUMBER OF LOTTERY TICKETS 1008]
    1008 --> 1010[RE-ALLOCATE OUTCOME AMOUNT AMONG MODIFIED NUMBER OF LOTTERY TICKETS 1010]
    1010 --> 1012[REVEAL A LOTTERY TICKET PAYOUT AMOUNT TO PLAYER 1012]
    1012 --> 1014{LOTTERY TICKET PAYOUT AMOUNT = 0 ? 1014}
    1014 -- YES --> 1016[END 1016]
    1014 -- NO --> 1018[ARRANGE FOR PLAYER TO RECEIVE PAYMENT OF LOTTERY TICKET PAYOUT AMOUNT 1018]

```

FIG. 10

000000 51290960

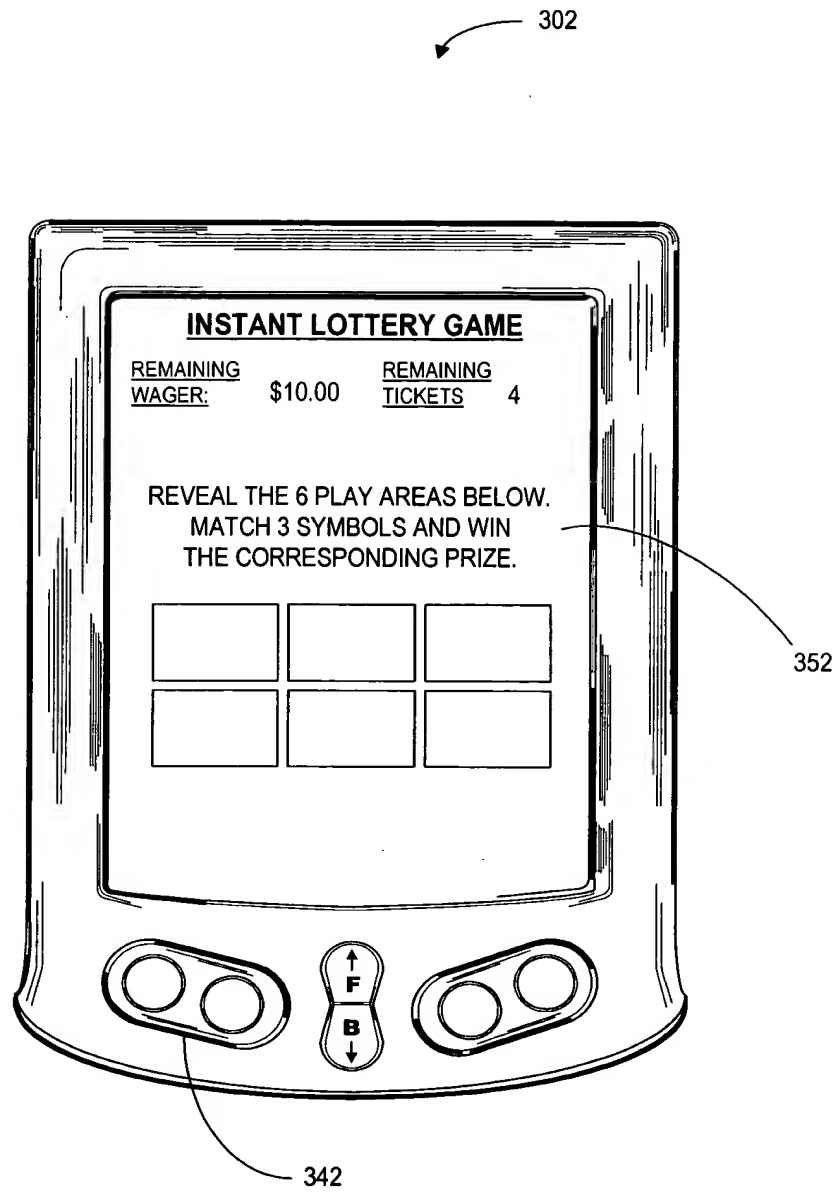


FIG. 11

000290" 57290960

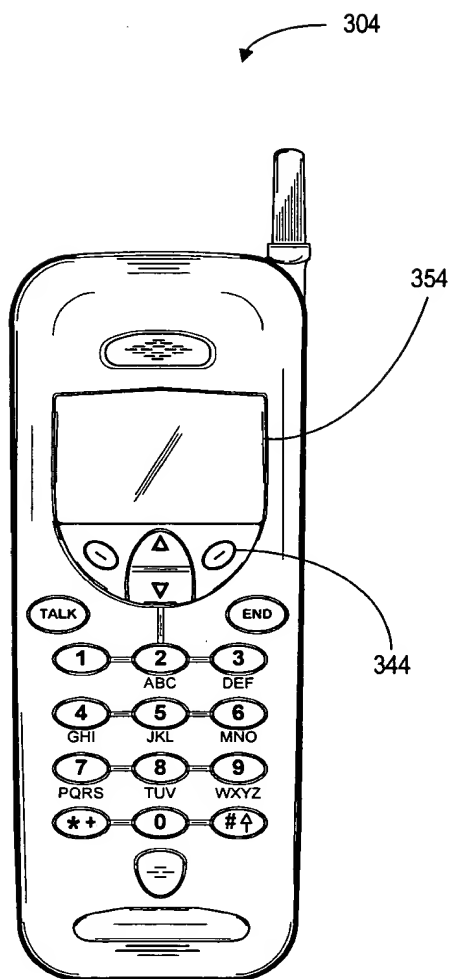


FIG. 12A

006230 54290960

354

INSTANT LOTTERY GAME

<u>TICKET</u>	<u>REMAINING</u>
<u>WAGER:</u> \$0.77	<u>TICKETS:</u> 48

REVEAL THE 6 PLAY AREAS BELOW.
MATCH 3 SYMBOLS AND WIN
TEN TIMES THE TICKET WAGER.

FIG. 12B